



## **Breeze Player Installation Guide**

for BRZ2-301 Android Player

Version 2.4

July 2018

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# BREEZE PLAYER INSTALLATION GUIDE (BRZ2-301)

## TECHNICAL SUPPORT

Questions or issues can be submitted to the **Keywest Technology Technical Support** department by e-mail or through the helpdesk ticketing system.

### Contact information:

- E-mail: [tech@keywesttechnology.com](mailto:tech@keywesttechnology.com)
- Helpdesk: <http://helpdesk.keywesttechnology.com>

## DOCUMENTATION

### Quick Start User Manual:

<http://support.keywesttechnology.com/downloads/Breeze2/Getting%20Started%20with%20Breeze.pdf>

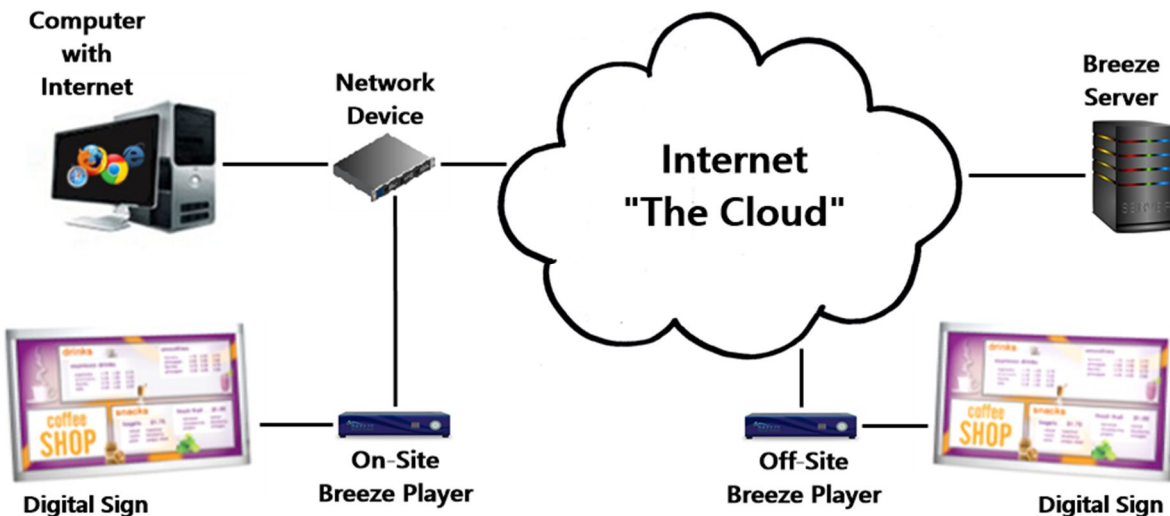
### Training Videos:

<http://helpdesk.keywesttechnology.com/index.php?/Knowledgebase/List/Index/114/training-videos>

## BREEZE ARCHITECTURE

**Breeze** is a hybrid **SaaS** (Software-as-a-Service) product. Accessing the **Breeze** server with a web browser means access is reliant upon the local Internet connection.

**Breeze Players**, devices situated behind screens which run the digital signage, rely on the local network and the Internet to communicate with the **Breeze** server. If a network connection between the server and players is interrupted or absent, the players are not able to receive updates from the server, such as changes in content, playlists, schedules and more.



# BREEZE PLAYER INSTALLATION GUIDE (BRZ2-301)

## HARDWARE

### PLAYER ACCESSORIES

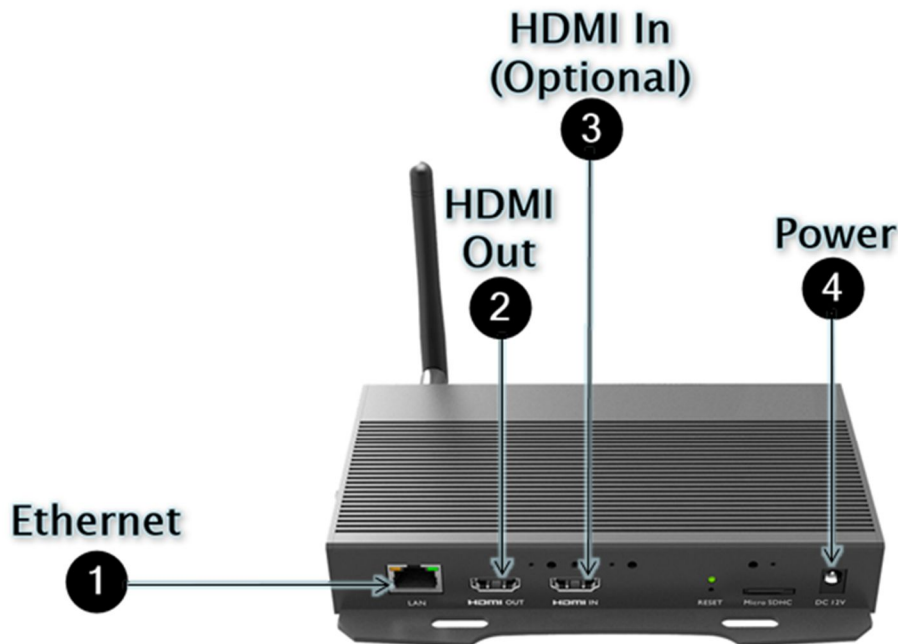
Your **Breeze Player** includes the following accessories:

- 12V power supply (1)
- Wireless antenna (1)
- HDMI® Cables (2)
- Mounting kit (1)

If the player equipment you received did not include these accessories, please notify the **Keywest Technology Technical Support** department.

### INSTALL A BREEZE PLAYER

The player requires three connections to function at the most basic level: Internet, video output, and power.



### BASIC CONNECTIONS

- Ethernet:**
  - Connect an Ethernet cable to the Ethernet port labeled **LAN** ( **1** ) on the **Breeze Player**.
- Video Output:**
  - Connect the HDMI cable to **HDMI OUT** ( **2** ) on the **Breeze Player**.
  - Connect the other end of the HDMI cable to the monitor, television screen, or video distribution system.
- Power:**
  - Plug the power cord into the 12V power supply and the electrical outlet.
  - Plug the 12V power supply into the **Breeze Player** ( **4** ).



HDMICable

Please refer to the **Wireless Connection** section on page 12 to utilize a wireless network connection instead of an Ethernet cable.

*Note:* Typically, a wired network connection is more reliable and higher speed than a wireless connection.

# BREEZE PLAYER INSTALLATION GUIDE (BRZ2-301)

## INSTALL A BREEZE PLAYER (CONTINUED)

HDMI carries audio to the **Breeze Player** as part of the video signal. External speakers can provide audio when the screen or monitor connected to the player is not capable of providing audio.

### AUDIO CONNECTION

#### 4. Audio (Optional):

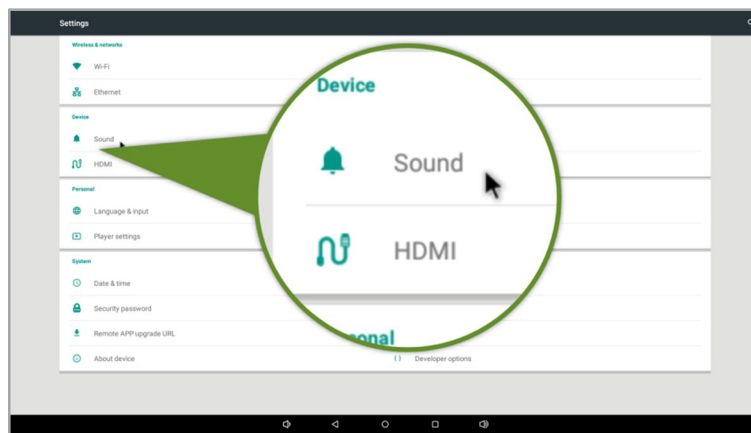
- a. Connect external speakers to the audio port (5) on the **Breeze Player**.



### AUDIO VOLUME

There are many places to adjust the volume of a sign, a playlist and even specific media items in a playlist.

1. Volume control for a piece of media in a playlist, located in the **Breeze Editor Media Properties**
2. Volume control for each zone in a playlist, located in the **Breeze Editor Zone Properties**
3. Volume control of the attached screen or external speakers
4. Media volume control in the **Breeze Player** Android device settings



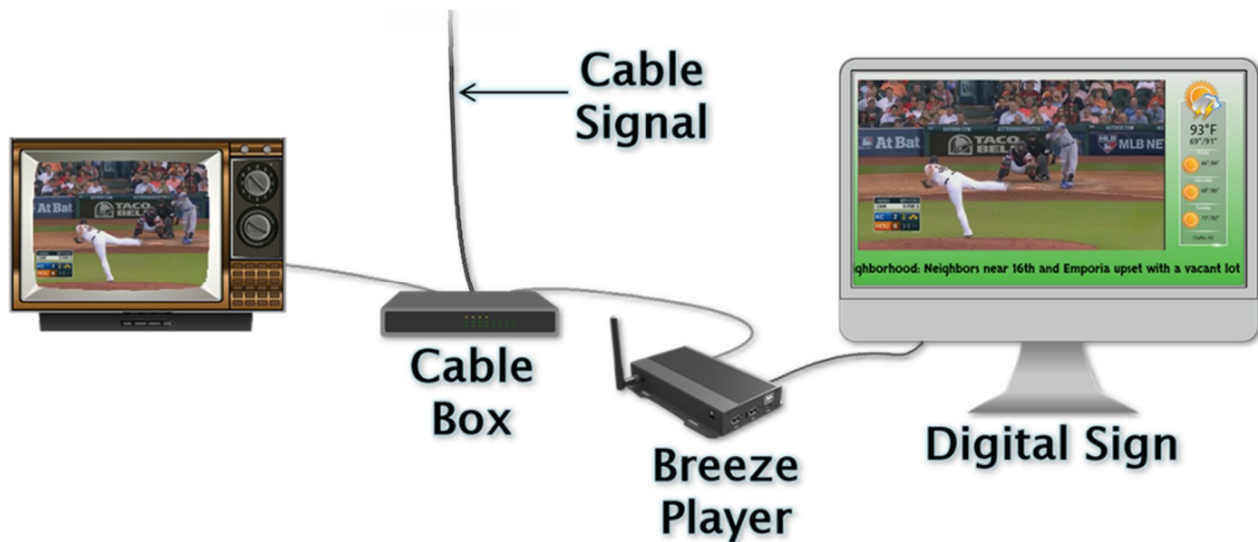
*Note:* Please refer to the **Breeze Player** section on page 8 if accessing the device settings menu is unfamiliar.

# BREEZE PLAYER INSTALLATION GUIDE (BRZ2-301)

## HDMI VIDEO INPUT

The **BRZ-301** model of **Breeze Player** allows for an external video source to be included on the digital sign. This means cable programming, live video input (from external hardware) and a variety of other video signals can be embedded directly in the playlist!

Incorporating cable programming is the most common use for external video sources in digital signage. The image below depicts a cable box sharing a video signal between a television and a **Breeze Player**. This cable television video signal is then displayed as part of the playlist on the digital sign.



The resolution of the HDMI video input signal must match the resolution selected in the **Video Input** widget that is part of the playlist. If the resolution does not match, the HDMI video input signal will be distorted or absent.

Two HD resolutions are supported as video input signals: 1920 x 1080 and 1280 x 720.

### HDMI INPUT CONNECTION

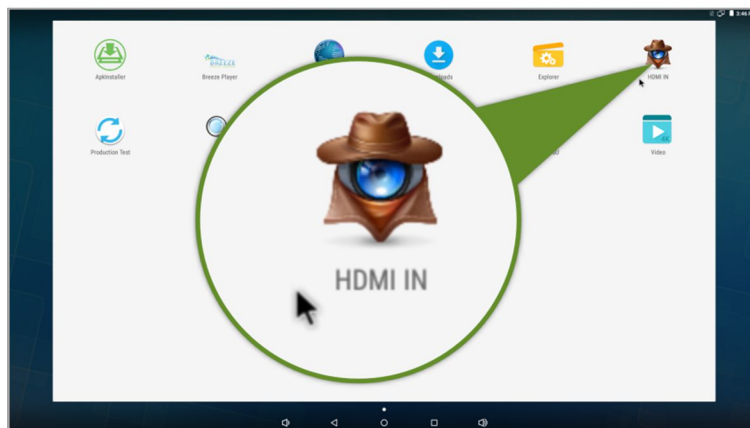
#### 5. HDMI In (Optional):

- Plug an HDMI cable with a video input signal into the **HDMI IN** port ( **3** ). (Please see the illustration on page 4.)
- Send a playlist to the player containing a **Video Input** widget to see the video input signal through the **Breeze Player**.



Note: Testing with the **HDMI IN** application is NOT recommended. Only one application can control the HDMI input signal at a time. If the **HDMI IN** application is still running, the **Breeze Player** cannot utilize the HDMI input signal and the video input will be absent in the playlist.

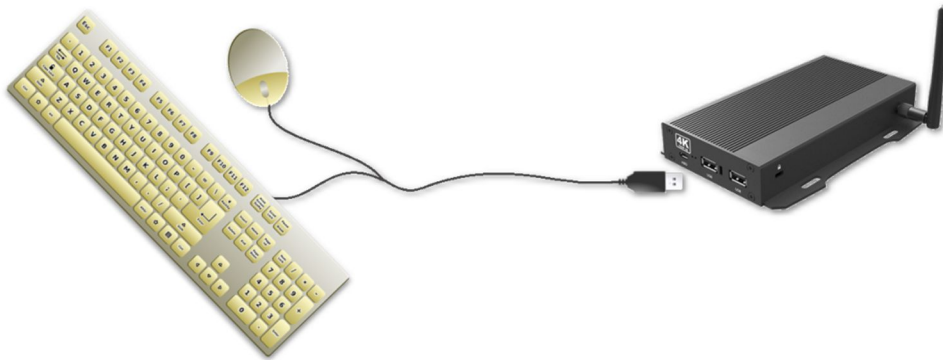
This issue can be averted by not running the **HDMI IN** application to test the video input signal.



# BREEZE PLAYER INSTALLATION GUIDE (BRZ2-301)

## BREEZE PLAYER

To stop the **Breeze Player** software, you will need to physically connect a mouse and keyboard to the player device.



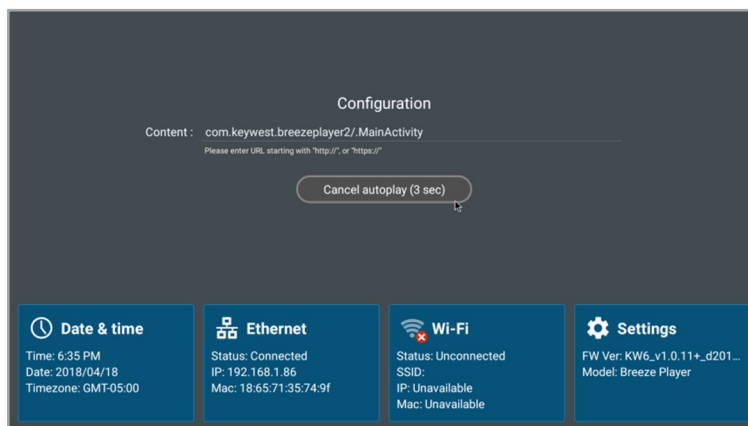
The **Breeze Player** software is responsible for running the digital sign; this program and the **Android Launcher** must be stopped in order to view the desktop and accomplish tasks such as modifying device settings and testing network connectivity.

## STOP THE BREEZE PLAYER

1. Click the right mouse button to stop the **Breeze Player**.



2. The **Android Launcher** window appears. Select the **Cancel autoplay** button within five seconds to stop the **Android Launcher** from restarting the **Breeze Player** software.

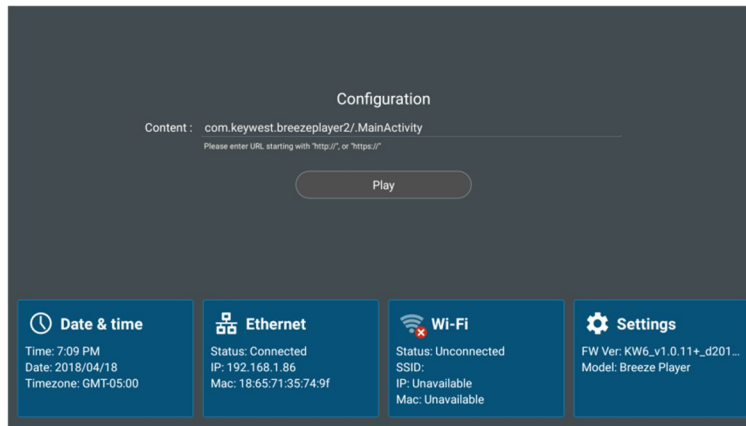




# BREEZE PLAYER INSTALLATION GUIDE (BRZ2-301)

## STOP THE **BREEZE PLAYER** (CONTINUED)

3. After the **Android Launcher** is stopped, the hardware device settings can be altered by selecting from one of the four buttons provided along the bottom of the screen: **Date & time**, **Ethernet**, **Wi-Fi** or **Settings**.



*Note:* It is very important to remember to restart the **Breeze Player** after it has been stopped. Failure to restart the **Breeze Player** will result in a digital sign that continues to display the device desktop or the **Android Launcher** window.

## START THE **BREEZE PLAYER**

1. To restart the **Breeze Player** from the desktop after exiting the **Android Launcher**, select the circle button in the **Navigation Bar**.



2. Select **Play** in the **Android Launcher** window.

*Note:* If a registration tool appears after the **Play** button is selected, the player is not connected to a **Breeze** server. Please refer to the **Breeze Server Communication** section on page 16 for more information about this topic.

# BREEZE PLAYER INSTALLATION GUIDE (BR22-301)

## NETWORK CONNECTIONS

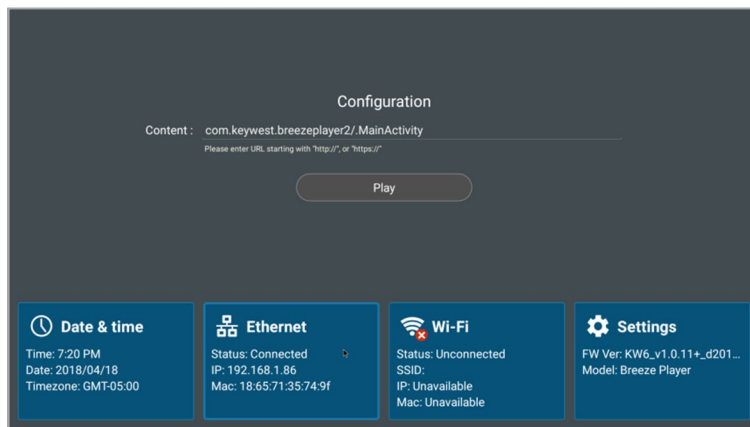
Out of the box, the **Breeze Player** device is configured to use DHCP. DHCP is a network protocol which automatically obtains an IP address for the player device after installation is complete. If the player device does not receive an IP address automatically, please contact your network administrator.

## STATIC IP ADDRESS

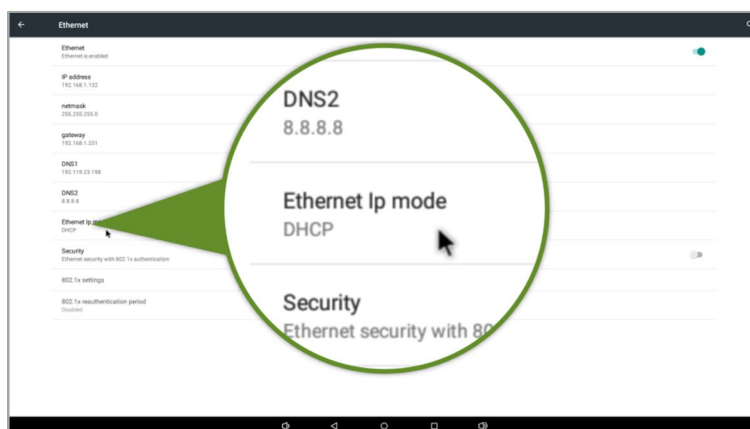
A static IP address can be configured for a wired or wireless connection. Please contact your network administrator to be assigned an open static IP address for each player.

## ASSIGN A STATIC IP ADDRESS

1. Stop the **Breeze Player** and select the **Cancel autoplay** button within five seconds.
2. Select the **Ethernet** button in the **Android Launcher** window to set a static IP address for the player device.



3. In the **Ethernet** settings menu, click on **Ethernet Ip mode**.



# BREEZE PLAYER INSTALLATION GUIDE (BRZ2-301)

## ASSIGN A STATIC IP ADDRESS (CONTINUED)

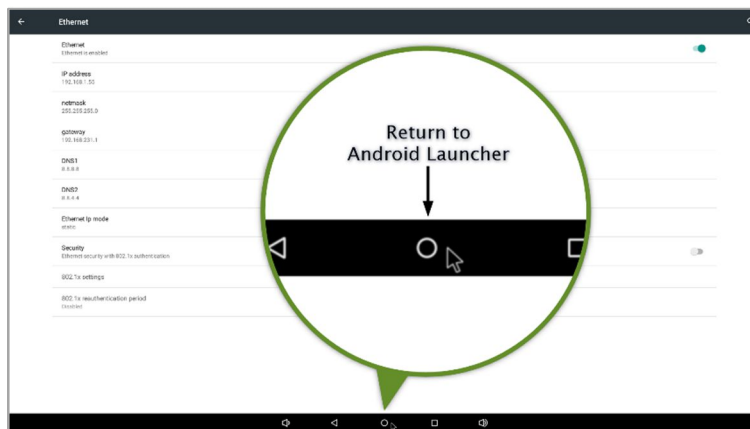
1. Select **static** in the **Ethernet Ip mode** window.



2. After selecting **static**, the **Ethernet** window appears. Enter the appropriate network information in the fields. It is highly recommended to obtain a static IP and other network addresses from your network administrator.



3. When the network information is complete in the **Ethernet** window, select the **CONNECT** button.
4. Click the circle button to return to the **Android Launcher** window. Select the **Play** button to start the **Breeze Player** software.



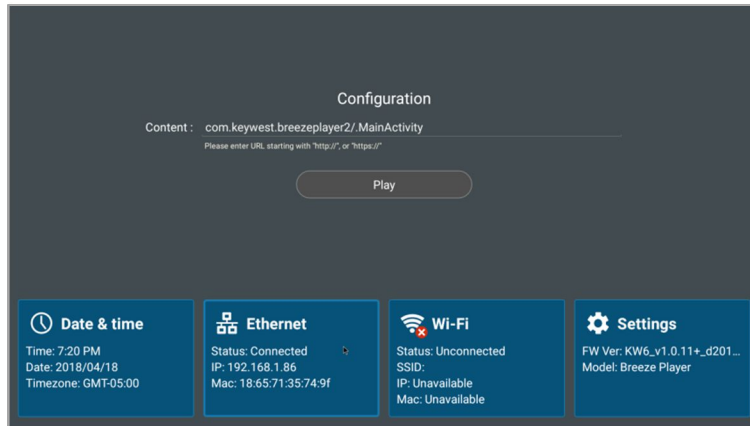
# BREEZE PLAYER INSTALLATION GUIDE (BRZ2-301)

## WIRELESS CONNECTION

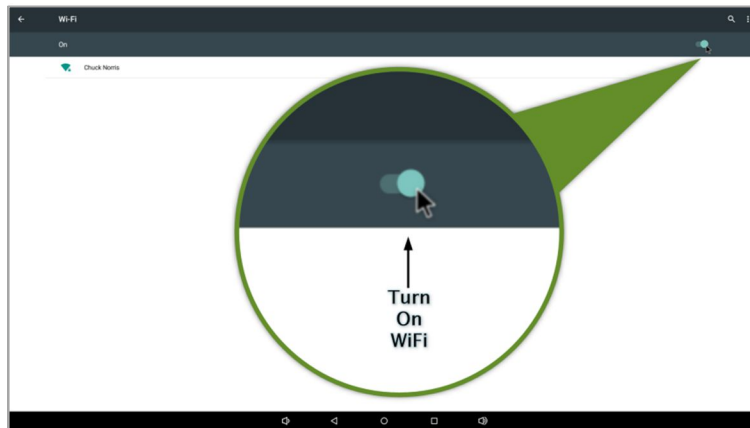
A wireless signal can be used to connect the **Breeze Player** to the Internet instead of an Ethernet cable.

### ASSIGN A WIRELESS CONNECTION

1. Stop the **Breeze Player** and select the **Cancel autoplay** button within five seconds.
2. Select the **Wi-Fi** button in the **Android Launcher** window to set up a wireless connection.



3. In the **Wi-Fi** settings, turn on **Wi-Fi** using the toggle switch at the top right.



4. After **Wi-Fi** is enabled, a list of detectable wireless networks appears. Select the wireless network to connect to the **Breeze Player**.

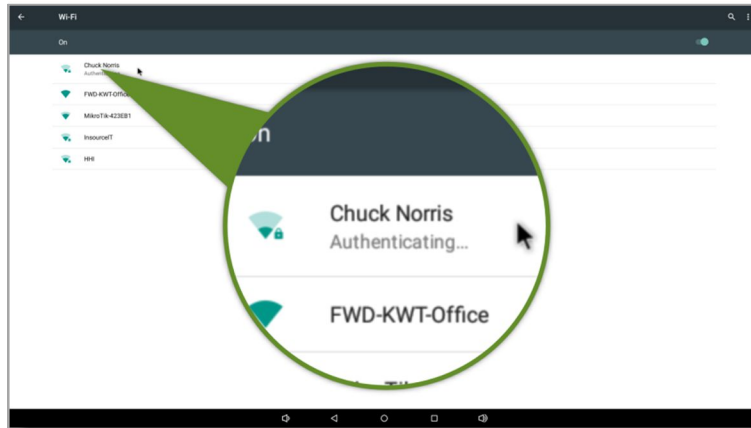
If the wireless network is secured, a window titled the name of the wireless connection (in this example, "Chuck Norris") appears to obtain the password for access to the secured wireless network.



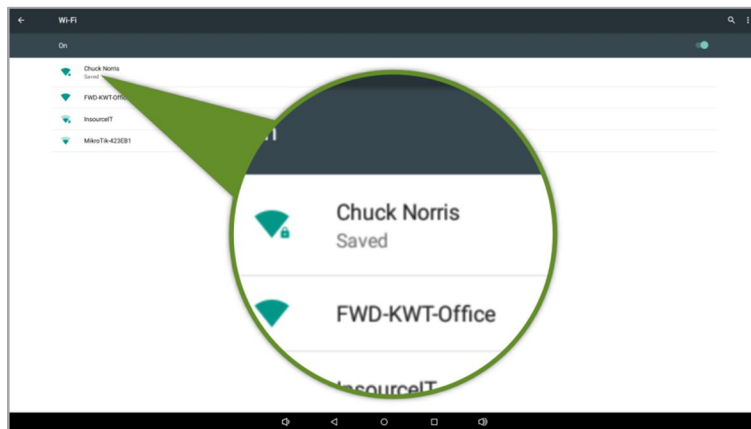
# BREEZE PLAYER INSTALLATION GUIDE (BRZ2-301)

## ASSIGN A WIRELESS CONNECTION (CONTINUED)

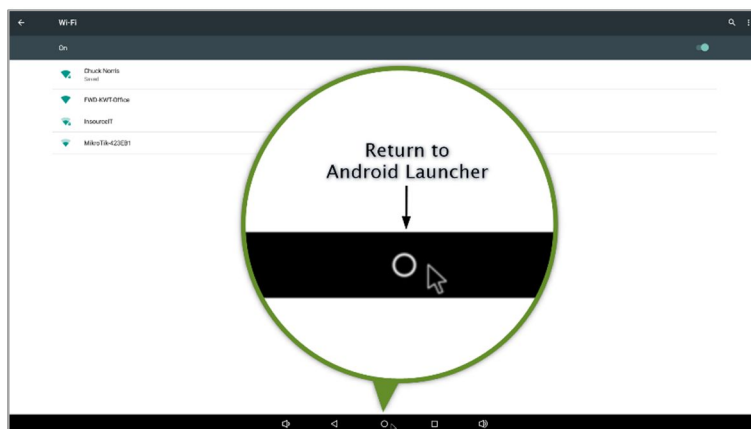
- The player device begins the process of obtaining an IP address from the wireless network, first authenticating when access is secured. (If the authentication process fails, the password may be entered incorrectly.)



- Once the player device has received an IP address from the wireless network, the word **Saved** appears below the name of the connected wireless network.



- Click the circle button to return to the **Android Launcher** window. Select the **Play** button to restart the **Breeze Player** software.



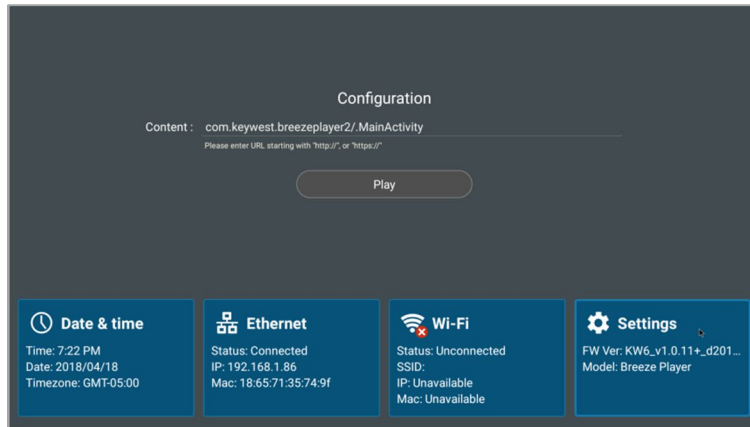
# BREEZE PLAYER INSTALLATION GUIDE (BR22-301)

## CONFIRM CONNECTIVITY

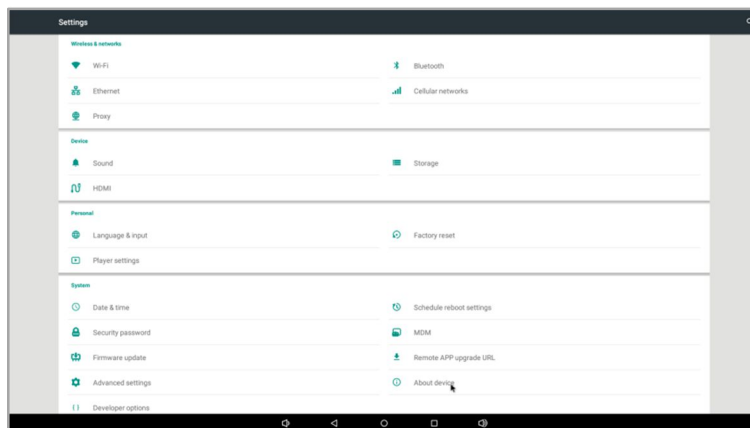
The **Browser** can be used to confirm network connectivity once a **Breeze Player** device is installed and connected to the Internet.

### TO CONFIRM INTERNET CONNECTIVITY

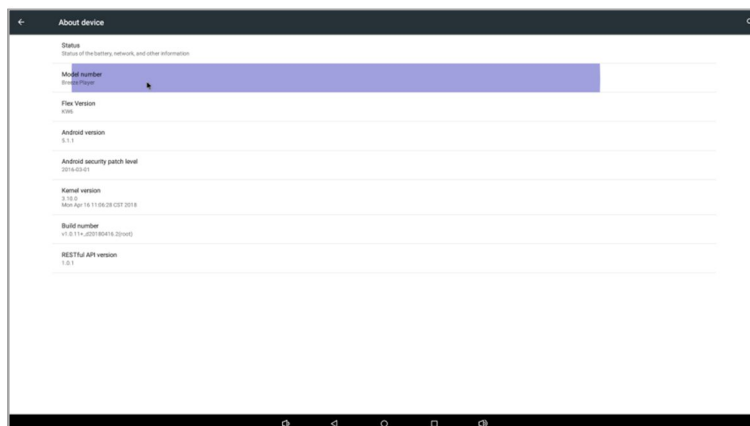
1. Stop the **Breeze Player** and select the **Cancel autoplay** button within five seconds.
2. Select the **Settings** button in the **Android Launcher** window.



3. In the **Settings** menu, select **About Device**.



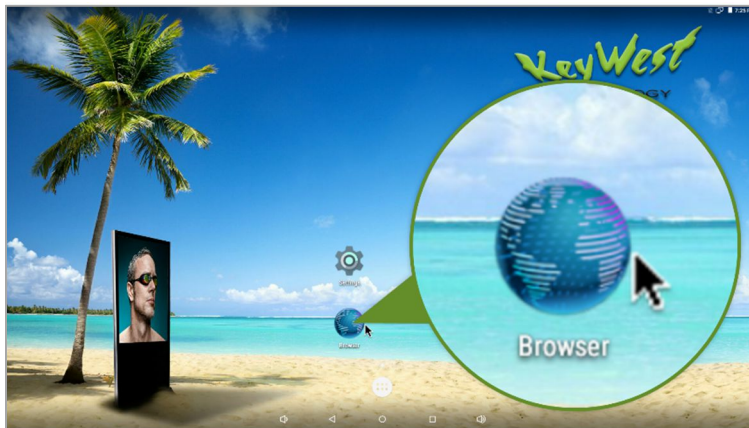
4. In the **About Device** menu, click on the **Model Number** seven times in a row to gain access to the device desktop.



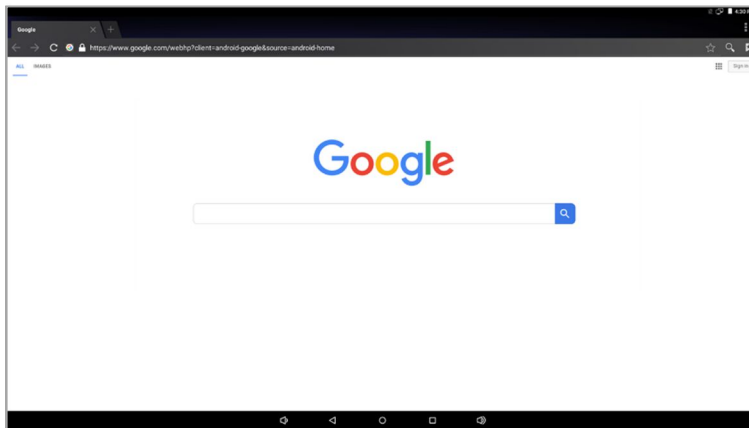
## BREEZE PLAYER INSTALLATION GUIDE (BRZ2-301)

### TO CONFIRM INTERNET CONNECTIVITY (CONTINUED)

5. Select the **Browser** icon on the desktop.



6. Internet connectivity is confirmed when a webpage, such as [www.google.com](http://www.google.com), loads successfully.



7. Close the **Browser** window. Click the circle button to return to the **Android Launcher** window. Select the **Play** button to restart the **Breeze Player** software.

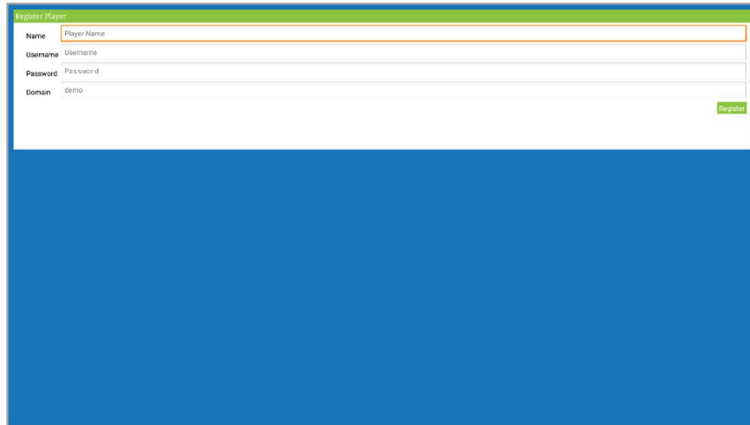


# BREEZE PLAYER INSTALLATION GUIDE (BRZ2-301)

## BREEZE SERVER COMMUNICATION

A player's registration is the method by which the **Breeze Player** software connects to a **Breeze** server. A player must be registered to a server and connected to the Internet to communicate.

Players are typically pre-registered in the **Keywest Technology Production** department before shipping. However, a player must be registered again if it is accidentally deleted from the **Breeze** server in the **Players** tool. When a player is unregistered, the registration tool opens anytime the **Breeze Player** software is started.

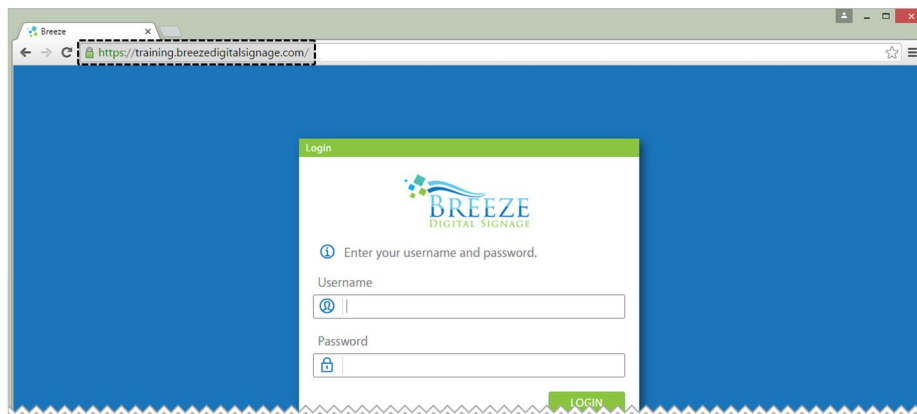


**Name** is the label assigned to the player icon in the **Players** tool. **Username** and **Password** are the login credentials of the root user in the **Breeze** server.

The **Domain** field is the sub-domain of the **Breeze** server. A **Breeze** server with a web address of <https://training.breezedigitalsignage.com> has a subdomain of “training.” A user should type “training” in the **Domain** field of the **Breeze Player** registration tool.

### DETERMINE THE BREEZE SERVER DOMAIN

1. Obtain the web address of the **Breeze** server, such as <https://training.breezedigitalsignage.com>.



2. Remove the “https://” from the beginning of the web address.
3. Remove the “.breezedigitalsignage.com” from the end of the web address.
4. Enter the remaining part of the **Breeze** server web address in the **Domain** field of the **Breeze** registration window.

If needed, the **Keywest Technology Technical Support** department can provide the sub-domain of the **Breeze** server.

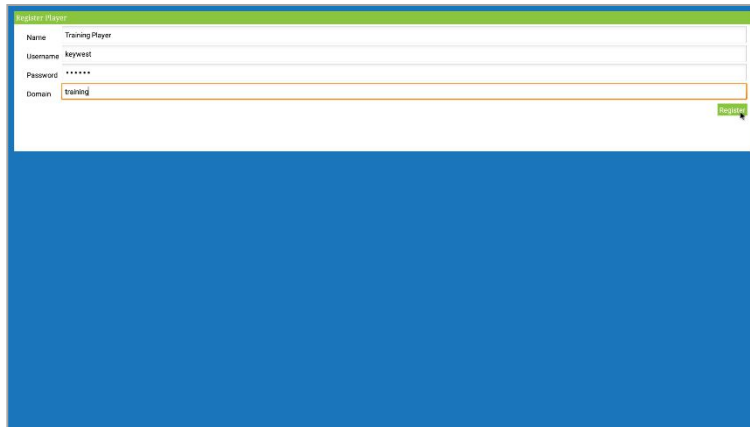


# BREEZE PLAYER INSTALLATION GUIDE (BRZ2-301)

## BREEZE SERVER COMMUNICATION (CONTINUED)

### REGISTER A BREEZE PLAYER

1. **Name** is the name of the player icon in the **Players** tool. It is helpful to name a player according to its location when utilizing multiple players.

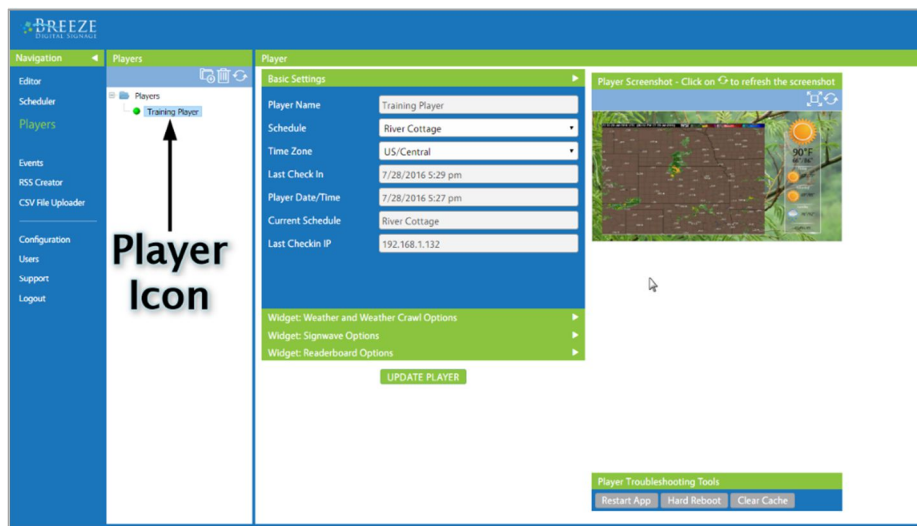


The screenshot shows a 'Register Player' form with the following fields:

Name	Training Player
Username	keywest
Password	*****
Domain	training

A green 'Register' button is located at the bottom right of the form.

2. **Username** and **Password** correspond to login credentials of the root user in the **Breeze** server.
3. **Domain** is the subdomain of the **Breeze** server, discussed on the previous page.
4. Select the **Register** button.
5. Confirm an icon for the player is present in the **Players** tool of the **Breeze** server.



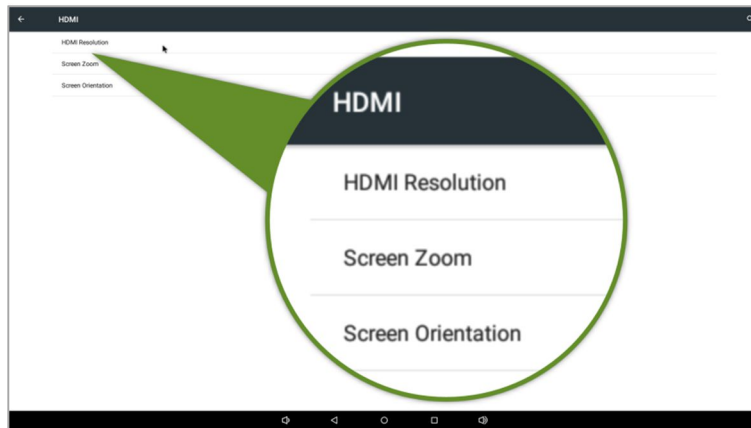
Please refer to the **Breeze Players Tool** section on page 23 for more information about communicating with a player through the **Breeze** server.

# BREEZE PLAYER INSTALLATION GUIDE (BRZ2-301)

## RESOLUTION & SCREEN SETTINGS

Resolution is the number of pixels a screen can display in each direction. The correct resolution is a critical factor in achieving great-looking digital signage!

Supported screen resolutions are automatically detected by the **Android** operating system and can be found in the **HDMI** settings. The last setting, **Screen Orientation**, is required to display the **Breeze Player** in Portrait mode.

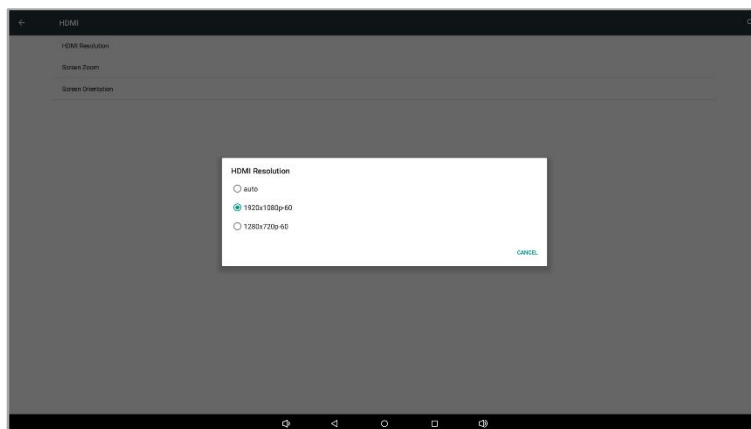


## SCREEN RESOLUTION

The measure of a screen's width and height, such as in inches, is a *physical measurement* of the screen's shape and size. Resolution is a *digital measurement* of the pixels a screen is capable of supporting in each direction: width and height. A pixel is often referred to as a screen unit.

The resolution of a screen connected to the player is needed when creating new playlists for the digital sign. The resolution in pixels is entered in the **Screen Units** fields of the **New Playlist** window in the **Breeze** server. The default screen width and screen height settings of 1920 x 1080 accommodate most Full HD screens. Please refer to page 6 of the [Breeze Quick Start Guide](#) for more information about screen units and playlist resolution.

The supported screen resolutions of the connected screen(s) are displayed in the **HDMI Resolution** window.



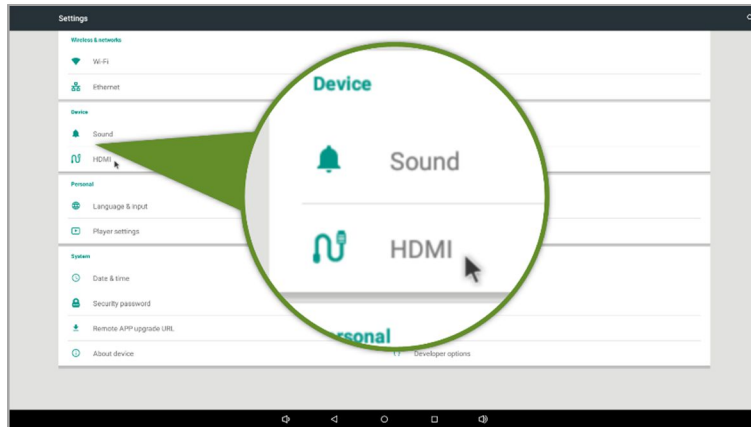
# BREEZE PLAYER INSTALLATION GUIDE (BRZ2-301)

## SCREEN RESOLUTION (CONTINUED)

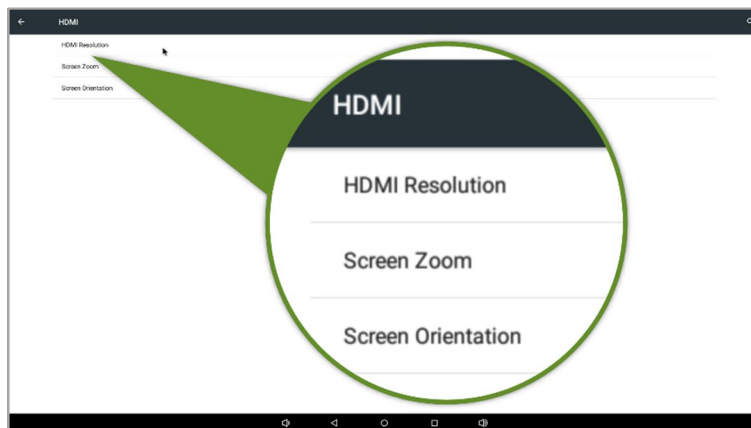
Be sure to record the selected resolution. It is needed to build the correctly sized playlists in the **Editor** tool!

### LOCATE SUPPORTED SCREEN RESOLUTIONS

1. Stop the **Breeze Player** and select the **Cancel autoplay** button within five seconds.
2. Select the **Settings** button in the **Android Launcher** window.
3. In the **Settings** menu, select **HDMI**.



4. In the **HDMI** menu, select **HDMI Resolution**.



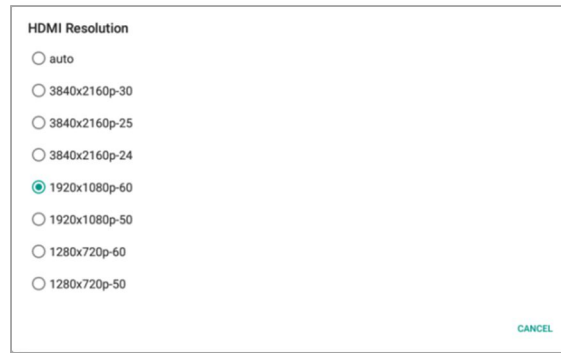
5. The supported resolutions for the screen connected to the player are listed in the **HDMI Resolution** window. The first two digits make up the resolution (width x height) and the third digit is the frame rate.



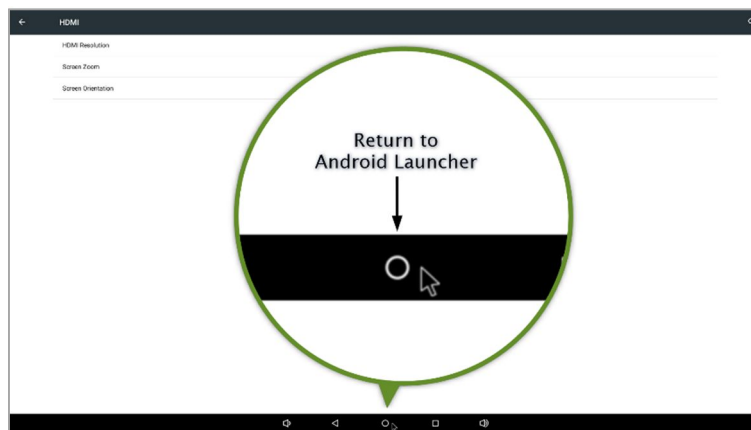
## BREEZE PLAYER INSTALLATION GUIDE (BRZ2-301)

### LOCATE SUPPORTED SCREEN RESOLUTIONS (CONTINUED)

- A player connected to a screen with advanced technology, such as 4K resolution, offers numerous screen resolution selections.



- Select a new radio button in the **HDMI Resolution** window. The new resolution is applied to a player device as soon as it is selected and the user is returned to the **HDMI** menu. Or record the current resolution and select **Cancel**.
- Click the circle button to return to the **Android Launcher** window. Select the **Play** button to restart the **Breeze Player** software.



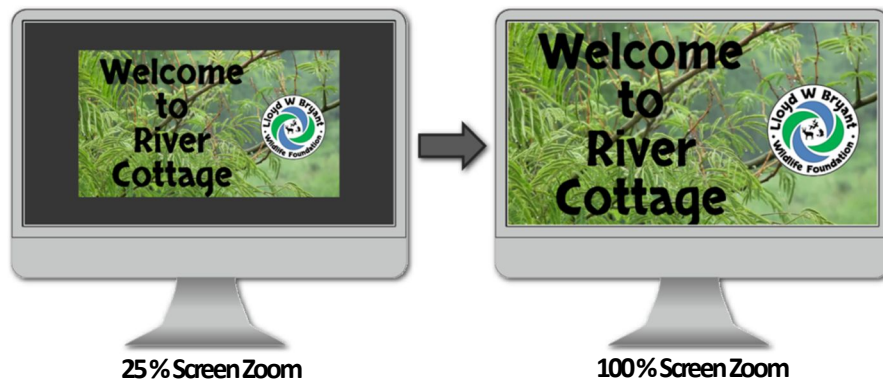
# BREEZE PLAYER INSTALLATION GUIDE (BRZ2-301)

## SCREEN ZOOM

Another useful setting in the **HDMI** menu is the **Screen Zoom**. This tool can correct over-scanning or under-scanning produced between the player and the screen. If the video signal from the player is not filling the screen or is spilling off the screen, adjusting the **Screen Zoom** could resolve the issue.



For example, the **Screen Zoom** control shown above at approximately 25% produces a video output that fills only a portion of the screen instead of the entire screen. This concept is demonstrated below.

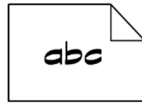


This **Screen Zoom** control is easy to understand as the zoom of the screen is applied immediately when the control is modified. The screen is zoomed in or out to illustrate the zoom level as the slider in the **Screen Zoom** control is adjusted.



## SCREEN ORIENTATION

Screen orientation typically refers to two possible layouts: **Landscape** or **Portrait**.



Landscape mode



Portrait mode

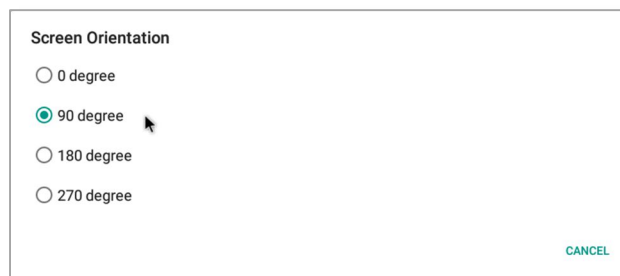
While less common than **Landscape** mode, **Portrait** mode is highly desirable for certain solutions, such as interactive kiosks.



**Screen Orientation** on the **Breeze Player** rotates the screen display in 90 degree intervals. To configure a screen for **Portrait** mode, select **90 degree** or **270 degree** in the **Screen Orientation** window.

### CONFIGURE PORTRAIT MODE

1. Stop the **Breeze Player** and select the **Cancel autoplay** button within five seconds.
2. Select the **Settings** button in the **Android Launcher** window.
3. Go to the **Device** section in the **Settings** menu and select **HDMI**.
4. Select **Screen Orientation**.
5. Select the **90 degree** radio button.



6. If the screen is displayed upside down, select the **270 degree** radio button instead.

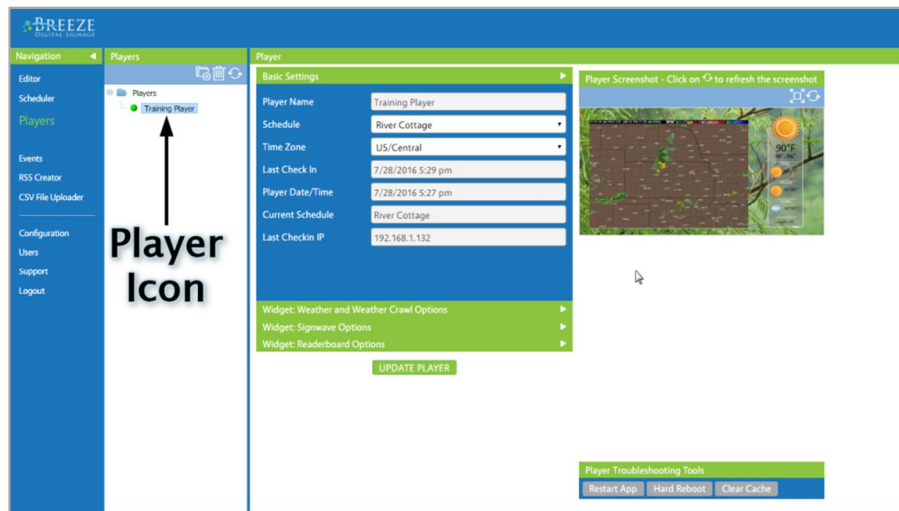
# BREEZE PLAYER INSTALLATION GUIDE (BRZ2-301)

## BREEZE PLAYERS TOOL

New **Keywest Technology** players are pre-registered and sent a schedule with a demo playlist prior to shipping. Playback of the “KWT Demo” schedule begins as soon as a player is provided with power and connected to a screen.



The **Players** tool serves as an interface between users and the **Breeze Players**, providing a central location to review and edit player information and operations. Each player registered to a **Breeze** server displays an icon in the **Players** tool.



Each player icon features a green or red indicator, which signals if that player is functioning normally. An update must be sent using the **Update Player** button to the player to inform the player of changes to content, playlists, schedules, and player settings.

The selections available in the **Schedule** drop-down list of the **Players** tool correspond to the schedules created in the **Scheduler** tool of the **Breeze** server. If “KWT Demo” and “None” are the only selections in the **Schedule** drop-down list, then “KWT Demo” is the only schedule in the server. (Playlists must be encased in a schedule before they can be sent to a player.)

Please refer to the **Players** section on page 29 of the [Breeze Quick Start Guide](#) for more information about the **Players** tool.